ABSTRACT

Methods and systems of simulating dynamic properties on computer-implemented objects that do not support dynamic properties are described. In one embodiment, one or more first objects that do not support dynamic properties are provided. One or more second programmable objects are provided and are programmed to effect property value changes on the objects that do not support dynamic properties. The programmable objects can be programmed using data structures that, in one embodiment, comprise an array of one or more sets of data structures. Each data structure set is associated with a property whose value is desired to be changed. The data structure set can define a new property value, a time at which the property value is to be changed, and how to effect the property value change. The programmable object(s) is pre-programmed with the data structures and knows when to call the first objects so that they can change their properties. In one embodiment, the programmable objects are employed in the context of multi-media project editing software that permits a user to build a multi-media project using multiple different digital source streams.